
Subject: Game finshed =)

Posted by [Anonymous](#) on Fri, 08 Mar 2002 15:15:00 GMT

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Congrats. I hope it made you feel as warm and fuzzy inside as me... Uhh, maybe not. I'm just starting to love all things Command & Conquer, and this game is great. It's especially good to look for classic C&C references like Seth, and other neat things like the tomb of... well, there's another post in here somewhere detailing that. I think they actually spend more time plotting the storyline than actually coding the game, which is nice if you think about it...I just wish they did more classic C&C stuff, it was fun while it lasted and most missions were special and fun, but I just wsh they'd added a few extra levels, just classic C&C skirmishes that didn't forward the storyline, or weren't part of the campaign, but just as a bonus. It would've been fun to play in a C&C battle, or do some classic styled missions... GDI mission one, maybe, protect the beachhead and hunt down the Nod forces with a bunch of backup. Short, simple, fun. And a lot of 'what-if' scenarios, steal a Nod vehicle of your choice and try to overpower a whole base, with no time constraints or scientists to rescue or *shudder* escort...I hope the Westwood crew reads the forums frequently...
